

SKRIPSI



**USING CARTOON MOVIE ENTITLED “CURIOUS GEORGE”
TO IMPROVE THE VOCABULARY MASTERY OF
THE THIRD GRADE STUDENTS OF SDN 1 PANJANG KUDUS
IN ACADEMIC YEAR 2014/2015**

By:

SIGID ARIEF PRAYUDA

NIM. 201032220

**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY**

2015



**USING CARTOON MOVIE ENTITLED “CURIOUS GEORGE”
TO IMPROVE THE VOCABULARY MASTERY OF
THE THIRD GRADE STUDENTS OF SDN 1 PANJANG KUDUS
IN ACADEMIC YEAR 2014/2015**

SKRIPSI

**Presented to the University of Muria Kudus
in Partial Fulfillment of the Requirements for Sarjana
Program In English Education**

By:

SIGID ARIEF PRAYUDA

NIM. 201032220

**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY**

2015

MOTTO

- I must do it with blessing of Allah SWT.
- Put the target as high as possible to support you.
- To do yours the best.
- Believe that God is always listening and help you.
- So, be yourself and sure that you can do it.

DEDICATION

This skripsi is dedicated to:

- His beloved mother (Pass away) who always pray to him.
- His beloved family who always became his inspiration.
- His beloved wife who always gave motivation.
- His close friends (Sugi', Uki', Peppy, Rian, Sukmo and Yanuar) who always support and help her.
- All of his friends in English

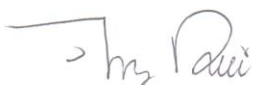
Education Department 2010.

ADVISORS' APPROVAL

This is to certify that Skripsi of Using Cartoon Movie Entitled 'Curious George' to Improve the Vocabulary Mastery of the Third Grade Students of SDN 1 Panjang Kudus in Academic Year 2014/2015 (NIM: 201032220) has been approved by the skripsi advisors for further approval by the Examining Committee.

Kudus, 13th August 2015

Advisor I



Drs. Suprihadi, M.Pd.
NIP: 195706161984031015

Advisor II



Atik Rokhayani, S.Pd., M.Pd.
NIS: 0610701000001207

Acknowledged by

The Head of English Education Department



Diah Kurniati, S.Pd, M.Pd
NIS. 0610701000001190

EXAMINERS' APPROVAL

This is to certify that Skripsi of Using Cartoon Movie Entitled 'Curious George' to Improve the Vocabulary Mastery of the Third Grade Students of SDN 1 Panjang Kudus in Academic Year 2014/2015 (NIM: 201032220) has been approved by the Examining Committee as a requirement for the Sarjana Degree of English Education.

Kudus, 05th October 2015
Thesis Examining Committee:



Drs. Suprihadi, M.Pd
NIP: 195706161984031015

, Chairperson/Member



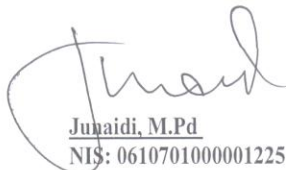
Atik Rokhayani, S.Pd., M.Pd
NIS: 0610701000001207

, Member



Dra. Sri Endang Kusmarwati, M.Pd
NIS: 0610713020001009

, Member



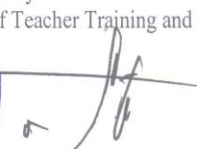
Juhaidi, M.Pd
NIS: 0610701000001225

, Member

Acknowledged by
The Faculty of Teacher Training and Education



Dra. Des. Slamet Utomo, M.Pd
NIP. 19621219 198703 1 015



ACKNOWLEDGEMENT

The writer wishes to express my highest gratitude to Allah SWT for the blessing with health and great power, so the writer can finish this final project entitled “Using Cartoon Movie Entitled ‘Curious George’ to Improve the Vocabulary Mastery of the Third Grade Students of SDN 1 Panjang Kudus in Academic Year 2014/2015”. The writer would like to express his gratitude to:

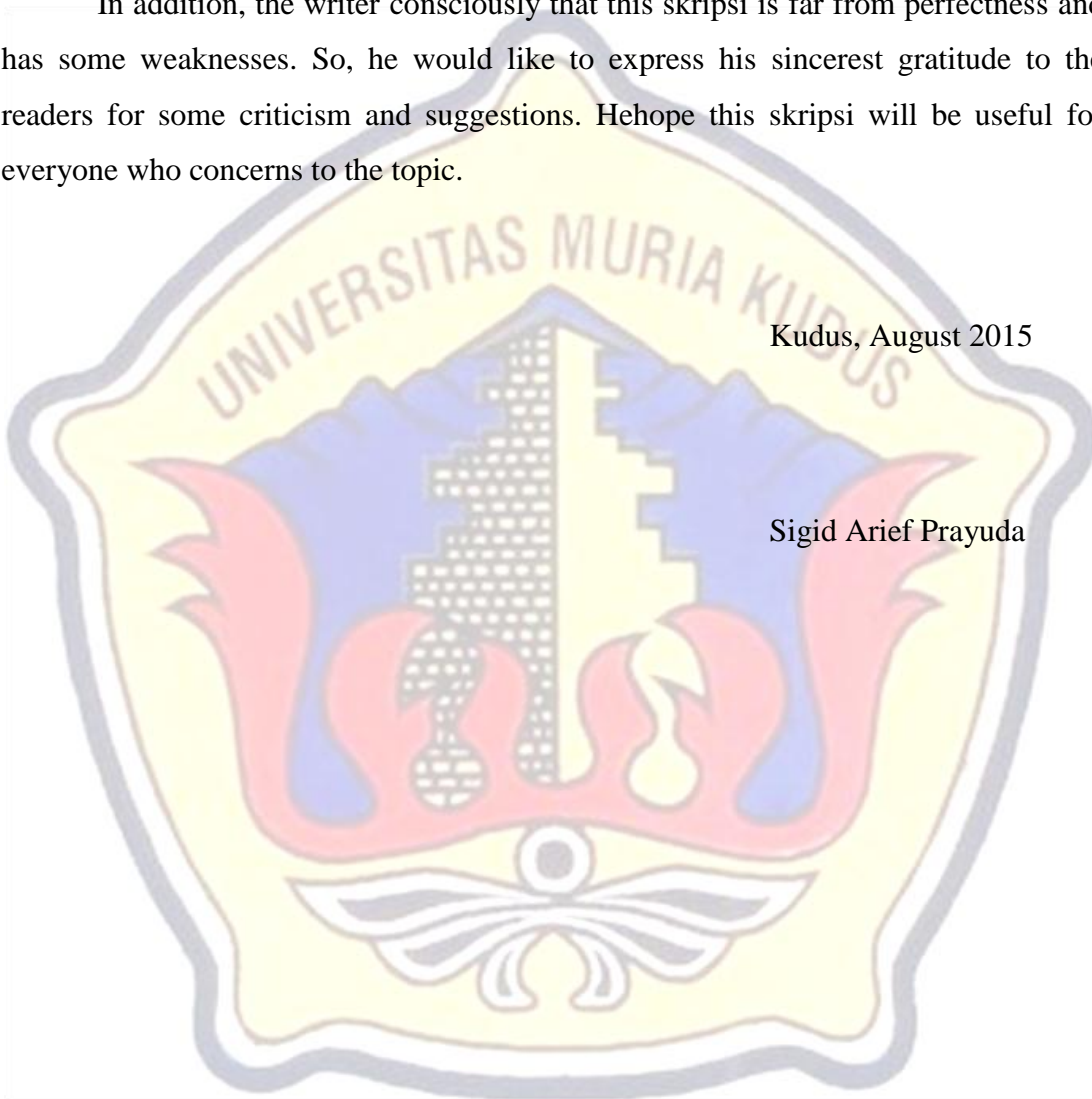
1. Dr. Drs. SlametUtomo, M.Pd as the Dean of English Education Department of Teacher Training and Education Faculty of Muria Kudus University.
2. DiahKurniati, S.Pd, M.Pd as the Head of English Education Department of Teacher Training and Education Faculty of Muria Kudus University.
3. Drs. Suprihadi, M.Pd as the first advisor who always gives his best support, many valuable, criticisms, suggestions and helpful inputs for accomplishing this skripsi.
4. AtikRokhayani, S.Pd, M.Pd as the second advisor who has guided and given her advice to him in finishing this skripsi wisely and patiently.
5. Dra. SitiRokhani, BA as the Headmaster of SDN 1 Panjang Kudus who gives him permission and ease to conduct the research.
6. EkaSaptarini, S.Pd as the English teacher of SDN 1 Panjang Kudus who has supported him during the research.
7. The third grade students of SDN 1 Panjang Kudus for their good participation.
8. His lecturers in Teacher Training and Education Faculty of Muria Kudus University especially English Education Department.
9. His beloved parents (Mr. H. Heriyanto and Mrs. Hj. Isnainah) who give me love, pray, and support. My beloved wife who always gives spirit and support for me and my big family who always support and motivate me.

10. His best friends at campus and boarding house: Sugik, Afit, Ahsan, Yanuar, Dwi, Peppy, Uki', Pramesthi, ASJR (Arsenal Junior) club, Sukmo, and many others for all support and togetherness in happiness and sadness.

In addition, the writer consciously that this skripsi is far from perfectness and has some weaknesses. So, he would like to express his sincerest gratitude to the readers for some criticism and suggestions. Hehope this skripsi will be useful for everyone who concerns to the topic.

Kudus, August 2015

Sigid Arief Prayuda



ABSTRACT

AriefPrayuda, Sigid. 2015. *Using Cartoon Movie Entitled 'Curious George' to Improve the Vocabulary Mastery of The Third Grade Students of SDN 1 Panjang Kudus in Academic Year 2014/2015*. Skripsi. English Education Department. Teacher Training and Education Faculty Muria Kudus University. Advisor: (1) Drs. Suprihadi, M.Pd. (2) AtikRokhayani, S.Pd., M.Pd.

Key words: *Vocabulary mastery, third grade students and curious george cartoonmovie.*

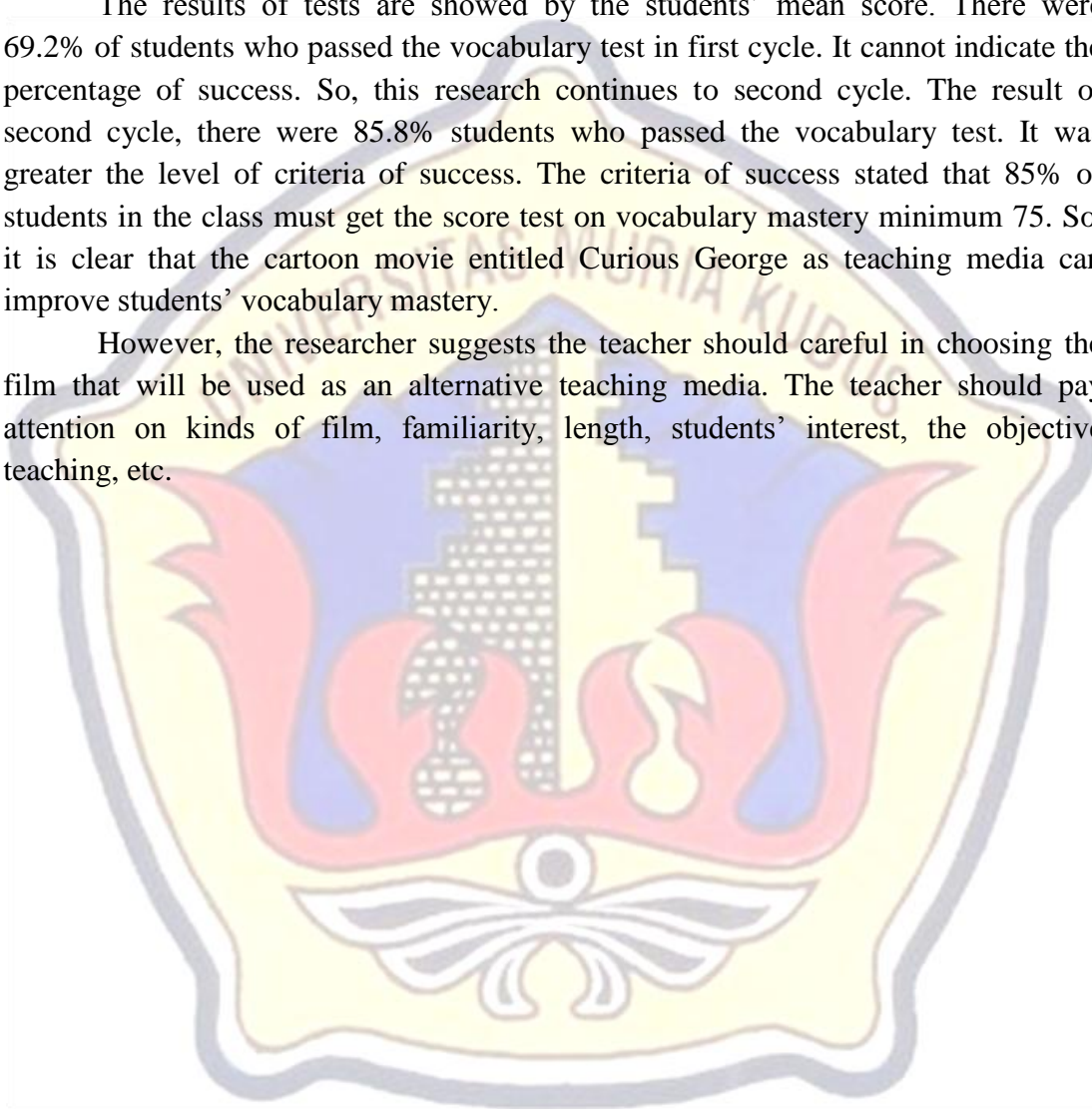
Vocabulary is one of the important components of English, so the English teacher has responsibility in establishing the meaning of vocabularies in the students' mind. It is not easy to be done. Vocabulary mastery is how far students could acquire many words with their meaning successfully. Students in the third grade of SDN 1 Panjang Kudus are not successful when they learn vocabulary, it is about 68% of the students are unsuccessful in mastering or memorizing some words. The score of vocabulary is low. Sometimes, the students have difficulties in using language. They try to memorize a certain number of words and their meanings, but they will forget it. Finally, they will be bored and they just have less attention and motivation to learn it. In this research, the researcher tries to use Cartoon Movie. This cartoon movie used as a media to improve the students' vocabulary. Most all children like Cartoon movie. They are very enthusiastic with it. Because, it is interest, enjoyable and fun. In this research, the researcher will use cartoon movie entitled "Curious George". Curious George one of cartoon movie that liked by the children. Because in Curious George cartoon movie, there are some education to learn for young learners. Nearly, all of in the Curious George cartoon movie can be used as media to teach vocabulary for young learners.

In this final project the researcher conducts the classroom action research. The researcher decides the problem; it is how can Cartoon movie entitled "Curious George" improve the vocabulary mastery of the students of SDN 1 Panjang Kudus in Academic year 2014/2015. Objectives of the research is to find out whether Cartoon movie entitle "Curious George" can improve the vocabulary mastery or not in third grade students of SDN 1 Panjang Kudus in academic year 2014/2015. Since teaching vocabulary by using cartoon movie entitled curious George, it can help the students get information about vocabulary. Because in curious george cartoon movie, there are some educations to learn for young learners. Such as: the shape of the object, their hobbies, the colors, their life, the animals, etc.

This research will be useful for the students and teacher of SDN 1 Panjang Kudus by using cartoon movie in getting information about the vocabulary. It becomes more interesting, fun and enjoyable for the students. So, they will easy to understand and memorize about vocabulary. The data gathered were obtained from some sources. They were: observation and vocabulary test.

The results of tests are showed by the students' mean score. There were 69.2% of students who passed the vocabulary test in first cycle. It cannot indicate the percentage of success. So, this research continues to second cycle. The result of second cycle, there were 85.8% students who passed the vocabulary test. It was greater the level of criteria of success. The criteria of success stated that 85% of students in the class must get the score test on vocabulary mastery minimum 75. So, it is clear that the cartoon movie entitled Curious George as teaching media can improve students' vocabulary mastery.

However, the researcher suggests the teacher should careful in choosing the film that will be used as an alternative teaching media. The teacher should pay attention on kinds of film, familiarity, length, students' interest, the objective teaching, etc.



ABSTRAK

Arief Prayuda, Sigid. 2015. *Menggunakan Film Karun Berjudul “Curious George” untuk Mengembangkan Kemampuan Kosakata pada Siswa Kelas 3 SDN 1 Panjang Kudus di Tahun Ajaran 2014/2015*. Skripsi. Pendidikan Bahasa Inggris. Fakultas Keguruan Ilmu Pendidikan Universitas Muria Kudus. Pembimbing: (1) Drs. Suprihadi, M.pd. (2) Atik Rokhayani, S.Pd., M.Pd.

Kata-kata kunci: *Penguasaan vocab, kelas 3 SD dan film kartun Curious George.*

Kosa kata adalah salah satu komponen penting dalam bahasa Inggris, sehingga guru bahasa Inggris mempunyai tanggung jawab dalam penetapan makna dari kosa kata dalam ingatan murid-muridnya. Ini tidak mudah dilakukan. Penguasaan kosa kata adalah seberapa jauh murid-murid berhasil memperoleh beberapa kata dengan pengertian mereka. Murid-murid kelas 3 SDN 1 Panjang Kudus tidak berhasil ketika mereka belajar kosakata, kira-kira 68% gagal dalam memahami/mengingat beberapa kata. Nilai kosakatanya rendah. Kadang-kadang murid-murid kesulitan dalam menggunakan bahasa Inggris. Mereka mencoba untuk mengingat sebuah makna dari kata-kata tertentu dan artinya, tetapi beberapa saat mereka akan melupakannya. Dalam penelitian ini, peneliti mencoba untuk menggunakan film kartun. Film kartun ini digunakan sebagai media untuk mengembangkan kosakata siswa. Kebanyakan anak-anak suka dengan film kartun. Mereka sangat antusias dengan film kartun. Karena, film kartun itu menarik, menyenangkan dan lucu. Dalam penelitian ini, peneliti menggunakan film kartun berjudul “Curious George”. Curious George adalah salah satu film kartun yang disukai oleh anak-anak. Karena dalam Curious George kartun film, ada beberapa pendidikan yang bisa dipelajari untuk pelajar muda. Hampir, semua dalam Curious George kartun film dapat digunakan sebagai media untuk mengajarkan kosakata bagi pelajar muda.

Dalam skripsi ini peneliti melakukan Penelitian Tindakan Kelas. Peneliti merumuskan masalah, yaitu bagaimana mungkin film kartun berjudul Curious George meningkatkan pemahaman kosakata murid-murid kelas 3 SDN 1 Panjang Kudus Tahun Ajaran 2014/2015. Tujuan dari penelitian ini adalah untuk menemukan yang mana film kartun yang berjudul Curious George dapat meningkatkan pemahaman kosakata atau tidak pada murid-murid kelas 3 SDN 1 Panjang Kudus Tahun Ajaran 2014/2015. Sejak mengajar kosakata dengan menggunakan film kartun yang berjudul Curious George, hal itu dapat membantu murid-murid dalam

mendapatkan informasi tentang kosakata. Karena dalam film kartun Curious George, ada beberapa pendidikan untuk dipelajari anak-anak. Seperti: bentuk dari sebuah benda, hobi, warna, kehidupannya, berbagai macam binatang, dan sebagainya.

Penelitian ini akan berguna bagi murid-murid dan guru SDN 1 Panjang Kudus, dengan menggunakan film kartun akan mendapatkan informasi tentang pemahaman kosakata. Hal ini juga akan menjadi lebih menarik, menyenangkan, dan nyaman bagi murid-murid. Sehingga mereka akan lebih mudah untuk memahami dan mengingat kosakata. Data dikumpulkan dari beberapa sumber, yaitu; pengamatan (lembar observasi) dan test kosa kata.

Hasil dari test ditunjukkan oleh rata-rata nilai murid. Ada 69.2% murid yang lulus dari test kosa kata dalam siklus pertama. Hal itu belum dapat diindikasikan sukses. Sehingga penelitian ini dilanjutkan ke siklus kedua. Hasil dalam siklus kedua, ada 85.8% murid yang lulus test kosa kata. Hal itu di atas tingkat dari criteria sukses. Criteria sukses adalah 85% dari murid-murid di dalam kelas harus mendapatkan nilai minimal 75 dalam tes kosakata. Sehingga jelas bahwa film kartun berjudul Curious George dapat meningkatkan pemahaman kosa kata murid-murid.

Bagaimanapun, penulis menyarankan guru seharusnya hati-hati dalam pemilihan film yang akan digunakan sebagai sebuah alternative media pengajaran. Guru seharusnya juga memperhatikan jenis film, keakraban, jenis film, ketertarikan siswa, tujuan pengajaran, dan lain-lain.

TABLE OF CONTENTS

	Page
COVER	i
LOGO	ii
TITLE	iii
MOTTO AND DEDICATION	iv
ADVISORS' APPROVAL	v
EXAMINERS' APPROVAL	vi
ACKNOWLEDGMENT	vii
ABSTRACT	ix
ABSTRAKSI	xi
TABLE OF CONTENT	xiii
LIST OF TABLE	xviii
LIST OF FIGURES	xix
LIST APPENDICES	xx

CHAPTER I INTRODUCTION

1.1 Background of the Research	1
1.2 Statement of the Problem	3
1.3 Objective of the Research	3
1.4 Significance of the Research	4
1.5 Scope of the Research	5
1.6 Operational Definition	5

CHAPTER II REVIEW OF RELATED LITERATURE AND ACTION

HYPOTHESIS

2.1 Teaching English for Young Learners	7
2.2 Teaching English for Young Learner in SDN 1 PANJANG Kudus	8

2.2.1 The purpose of Teaching English in SDN 1 PANJANG Kudus.....	8
2.2.2 The Material of Teaching English in SDN 1 PANJANG Kudus	9
2.2.3 Curriculum of Teaching English in SDN 1 PANJANG Kudus	10
2.3 Vocabulary	11
2.3.1 Technique of Teaching Vocabulary	11
2.3.2 Purpose of Teaching Vocabulary.....	12
2.4. Teaching Vocabulary by using Cartoon Movie	13
2.4.1 Definition of Cartoon Movie	14
2.4.2 Steps of Teaching Using Cartoon Movie in SDN 1 Panjang Kudus.....	15
2.4.3 Advantages and Disadvantages Using Cartoon Movie	16
2.5 Previous Research	17
2.6 Theoretical Framework	19
2.7 Action Hypothesis.....	20
 CHAPTER III METHOD OF THE RESEARCH	
3.1 Setting and Characteristics of Research Subject	21
3.2 Variables of the Research	21
3.3 Design of the Research	21
3.3.1 Cycle I	23
3.3.1.1 Planning	23
3.3.1.2 Action	24
3.3.1.3 Observation	24

3.3.1.4 Analysis and Reflection	25
3.3.2 Cycle II	25
3.3.2.1 Revised Planning	25
3.3.2.2 Action	25
3.3.2.3 Observation	26
3.3.2.4 Analysis and Reflection	26
3.4 Procedure of the Research	26
3.5 Preparing the Criteria of Success	26
3.6 Technique and Instrument of Collecting Data.....	27
3.6.1 Observation	27
3.6.2 Achievement Test	29
3.6.3 Instrument of Collecting Data	31
3.7 Technique of Analyzing Data	32
3.8 Success of Indicators	32
 CHAPTER IV FINDING OF THE RESEARCH	
4.1 Pre-Cycle	33
4.2 The Result of First Cycle	35
4.2.1 Planning	35
4.2.2 Action	36
4.2.2.1 The First Meeting (Cycle I)	36
4.2.2.2 The Second Meeting	37

4.2.3 Observation	37
4.2.4 Reflection	42
4.3 The Result of Second Cycle	43
4.3.1 Second Cycle	43
4.3.2 Re-Planning	43
4.3.3 Action	44
4.3.3.1 First Meeting	44
4.3.3.2 Second meeting	44
4.3.4 Observation	45
4.3.5 Reflection	49

CHAPTER V DISCUSSION

5.1 Using Cartoon Movie Can Improve The Vocabulary Mastery of the Third Grade Students of SDN 1 Panjang Kudus in Academic Year 2014/2015.....	51
5.2 The Vocabulary Mastery of the Third Grade Students of SDN 1 Panjang Kudus in Academic Year 2014/2015 by Using A Cartoon Movie Entitled “Curious George”	55

CHAPTER VI CONCLUSION AND SUGGESTION

5.3 Conclusion	57
5.4 Suggestion.....	59

BIBLIOGRAPHY	61
APPENDICES	62
CURRICULUM VITAE	102



LIST OF TABLE

Table	Page
3.1 The Category of Teachers' Activities and Students' Activities in Teaching English in SDN 1 Panjang Kudus	28
3.2 The Category of the Result Classification of the Mastery on English Vocabulary in SDN 1 Panjang Kudus	30
4.1 The Score of Vocabulary in Daily Average Score	34
4.2 Observational Sheet Cycle I	37
4.3 Scoring of Students' Achievement test of the Mastery on English Vocabulary of the Third Grade Students of SDN 1 Panjang Kudus by Using Cartoon Movie entitled "Curious George" in Academic Year 2014/2015 (Cycle I)	40
4.4 Observational Sheet Cycle II	45
4.5 Scoring of Students' Achievement test of the Mastery on English Vocabulary of the Third Grade Students of SDN 1 Panjang Kudus by Using Cartoon Movie entitled "Curious George" in Academic Year 2014/2015 (Cycle II)	48
5.5 The Schedule of Doing Cycles	53
5.6 The Result of the Cycle one and Cycle two	55

LIST OF FIGURE

Table	Page
3.1 Classroom Action Research Procedure (Adapted from Kemmis and Taggart)	22



LIST OF APPENDICES

Appendices	page
1. Syllabus of the Third Grade Students of SDN 1 Panjang Kudus in Academic Year 2014/2015 in Second Semester	63
2. The List Name of the Third Grade Students Name in SDN 1 Panjang Kudus in Academic Year 2014/2015	70
3. Action Lesson Plan (Cycle I)	71
4. The Achievement Test of Cycle I of the Third Grade Students of SDN 1Panjang Academic Year 2014/2015	78
5. Key Answer of the Achievement Test of Cycle Iof the Third Grade Students of SDN1 Panjangan Academic Year 2014/2015	79
6. Action Lesson Plan (Cycle II)	80
7. The Achievement Test of Cycle IIof the Third Grade Students of SDN 1 Panjangan Academic Year 2014/2015	87
8. Key Answer of the Achievement Test of Cycle II of the Third Grade Students of SDN 1 Panjangan Academic Year 2014/2015	88
9. The Observational Sheet in Cycle I of of the Third Grade Students of SDN 1 Panjang in Academic Year 2014/2015	89
10. The Observational Sheet in Cycle I of of the Third Grade Students of SDN 1 Panjang in Academic Year 2014/2015	92
11. The Score Percentage of Teacher's Activities and Students' Activities in Cycle I in Teaching English Vocabulary of the Third Grade Students of SDN 1 Panjang Kudus by Using Cartoon Movie Entitled Curious George in Academic Year 2014/2015	95
12. The Score Percentage of Teacher's Activities and Students' Activities in Cycle II in Teaching English Vocabulary of the Third Grade Students of	

SDN 1 Panjang Kudus by Using Cartoon Movie Entitled Curious George in Academic Year 2014/2015	96
13. The Scoring Result of Students' Achievement Test of the Mastery on English Vocabulary of the Third Grade Students of SDN 1 Panjang Kudus by Using Cartoon Movie Entitled Curious George in Academic Year 2014/2015 (Cycle I)	97
14. The Scoring Result of Students' Achievement Test of the Mastery on English Vocabulary of the Third Grade Students of SDN 1 Panjang Kudus by Using Cartoon Movie Entitled Curious George in Academic Year 2014/2015 (Cycle II)	99
15. The Recapitulation Result of Students' Achievement Test of the Mastery on English Vocabulary of the Third Grade Students of SDN 1 Panjang Kudus by Using Cartoon Movie Entitled Curious George in Academic Year 2014/2015	101